

## AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

## QUESTIONS

- When did you hear about the Men from Leng abducting people?
- What do you know about the Cult of Nyarlathotep?
- What reward has the City Council offered you to prove that the Cult and Men from Leng are running a slave ring?
- When did you hear that the abducted citizens were being held in a labyrinth beneath the Cult's Black Pyramid Headquarters?
- What have you heard about the Black Galleon from Leng?
- Did you know you are being watched?

## IMPRESSIONS

- Mysterious men following you
- A Street Preacher denouncing the Black Pyramid Cult
- The Preacher, found later with his throat cut
- The eerie, distant sound of chanting
- The rush and gurgle of salt water by the docks
- The ebon might of the new Black Pyramid Cult Shrine
- A strange fog at noon
- A strange man in a turban offers you expensive wine
- The sudden sprouting of green, foul and poisonous sewer mushrooms everywhere



# TERRIBLE SECRET OF THE BLACK GALLEON v1G

A Dungeon Starter by Mark Tygart  
For Sage LaTorra and Adam Koebel's  
Dungeon World  
[www.Dungeon-World.com](http://www.Dungeon-World.com)

## GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

## DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

## CUSTOM MOVES

### Exploring the Maze (the Black Pyramid Labyrinth)

**Move was developed by Kasper Brohus Allerslev**

**Note: The party must be properly equipped before it can attempt this move**

When you *explore the maze*, choose one party member as the *spotter*, one as the *rear guard* and one as the *cartographer* (the same character can only have one job). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. The *spotter* roll+DEX, the *rear guard* roll+WIS and the *cartographer* roll+INT.

On a 10+, the spotter can find a way around any traps on your way. On a 10+ the rear guard will spot any trouble quick enough to let you get the drop on it. On a 10+, the cartographer marks an efficient path on their between the room the left and the new room the group enters.

On a 7-9, each role perform their job as expected; you do not blunder into any traps but you still have to deal with them, no one gets the drop on you but you don't get the drop on them either, and you find a new room without getting lost.

### Retracing your steps

When you *seek your way back to a previously visited room*, if you have an efficient path marked on your map you get there quickly, though you still have to deal with any traps left behind on that route.

If you do not have an efficient path marked on your map, you still take +1 for each time you visited it when rolling for *Exploring the Maze*, though on a hit you will get back to the previously visited room instead of a new one.

## THINGS

<b>Blood Red Ruby</b>	0 Weight	1,000 Coins
Marvelous ruby created from the souls of the moon beasts victims.		

Lens from Leng Wizard Only 0 Weight

When it is gazed through, these lenses confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

<b>Pipes of the Real Pan</b>	Bard Only	1 Weight
These masterwork pipes' music will force all Men from Leng to flee.		

<b>Leng Sleep Drug</b>	600 Coins
Acts as the Wizard Spell Sleep; often used in wine. Men from Leng are immune.	

**Leng Sleep Drug Antidote** 2 Uses, 200 Coins  
This potion counteracts the Leng Sleep Drug.

<b>Map of the Black Pyramid Labyrinth</b>	800 Coins
Surprisingly accurate. (Thief only may acquire)	

## Services

A greedy lapsed cultist smuggles your group into the Pyramid's Labyrinth: 200 Coins with haggling

An urchin offers reports on the activities of the Men from Leng: 20 Coins with haggling (Actually works for the Cult and will lure the party into a trap.)

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(<http://catsoftindalos.blogspot.com/>)

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## Monsters

**Man from Leng Group, Stealthy, Planar, Terrifying, Devious**  
Claws (d8 damage)

Close 7 HP, 0 Armor

**Special Qualities:** Disguised

These eerie denizens travel the universe from their strange homeland of Leng, walking uncontested only when they disguise themselves as humans by wearing loose-fitting robes and wrappings about the head and face. Under these disguises, they have horned brows, clawed fingers, and crooked goatish legs with cloven hooves.

**Instinct:** Enslave

**Moon Beast Cult Leader** *Huge, Hoarder, Planar, Terrifying*

Crude Spear (d8+3 damage)

Close 20 HP, 0 Armor

This creature has a pale, froglike appearance with clawed hands, no eyes, a wide mouth, and a snout ending in pink tentacles. They are the real masters of the Men from Leng. They have the ability to shrink and expand to some degree at will and human eyes cannot view them for long without turning away.

*Instinct:* Torture and devour slaves

**Nyarlathep Cultist** *Stealthy, Organized, Intelligent*  
Sacrificial Dagger (d4 damage)

Close 6 HP, 0 Armor

Cultists that serve Nyarlathotep. They possess no divine powers, but their madness and dedication make them fight with more zeal then a fanatic paladin

*Instinct:* Serve Nyarlathotep



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<b>Minotaur</b>	<i>Solitary, Large</i>
Axe (d10+1 damage)	16 HP 1 Armor
<i>Close, Reach</i>	

The Minotaur stalks his labyrinth and preys upon those foolish enough to enter his domain.

*Instinct:* To prey on the lost

**Galleon from Leng** *Huge, Stealthy, Hoarder, Planar*  
 Eldritch fire (d10+3 damage 2 piercing) 28 HP, 0 Armor  
*Near, Ignores Armor, Far*

**Special Qualities:** Ship from an Alien Realm

Silent as the grave, crewed by galley slaves no one ever sees, these black ships coast quietly into mortal port towns, buying slaves for prized blood red rubies. Then, as silently as they came, the ships leave, taking their plunder and leaving behind nothing but a troubling mystery covering a horrible truth.

*Instinct:* Acquire slaves.

(Dungeon Starter Inspired by the works of H.P. Lovecraft)